REMARKS

Reconsideration and allowance of the subject application in view of the foregoing amendments and the following remarks is respectfully requested.

Claims 1-7 remain pending in the application. Claim 1 has been amended.

Applicant appreciatively notes that claims 5 and 6 contain allowable subject matter and would be allowable if rewritten in independent form including all the limitations of the base claim and any intervening claims.

Claims 1-4 and 7 are rejected and 35 USC 103 (a) as being unpatentable over Ugajin et al. (U.S. Patent No. 6,268,869) in view of Moriya (U.S. Patent No. 6,449,687). In response, claim 1 has been amended and is believed patentable over the combination of references for the reasons discussed below.

As discussed in the Summary of the Invention on page 2, lines 5-9, an object of the present invention is to provide a consecutive reading method for a computer game capable of continuously displaying images of high-quality and providing new displays constantly without reusing graphical data. As an example, on page 5, lines 10-17 reads:

> "Based on the player's progress during the race, required data in the course data 12 is read one segment at a time from the storage device into memory while unnecessary data is discarded. In this example, data for the segments 00 through 06 have already been read into memory from the CD-ROM or other storage device. If the player's position shifts to segment 03, data for segment 00 is cleared from the memory and data for segment 07 is read from the storage device."

The Examiner concedes that Ugajin et al. does not teach or suggest deleting segment field data resident in memory and reading new segment field data into memory based on the player's position.

Claim 1 has been amended to emphasize this difference. The method and structure of the present invention as recited in claim 1 refers to a situation in which one of the memory contents is deleted when the player moves forward his/her position and then the scene is changed, and the structure in which segment field data around the player's position is always resident in memory. In Moriya, by contrast, the plurality of segment field data are not resident in the memory. Further, in Moriya, segment field data to be deleted is not selected from plurality of segment field data based on the player's position. Accordingly, for at least this reason, claim 1 is

patentable over this combination of references. Claims 2-4 and 7, depending on claim 1, are patentable for the reasons discussed above with respect to claim 1 as well as on their own merits. Therefore, the obviousness rejection should be withdrawn.

Reconsideration and allowance of the subject application in view of the foregoing amendments and the following remarks is respectfully requested.

All objections and rejections having been addressed, it is respectfully submitted that the present application should be in condition for allowance and a Notice to that effect is earnestly solicited.

To the extent necessary, a petition for an extension of time under 37 C.F.R. 1.136 is hereby made. Please charge any shortage in fees due in connection with the filing of this paper, including extension of time fees, to Deposit Account 07-1337 and please credit any excess fees to such deposit account.

Respectfully submitted,

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